L Number	Hits	Search Text	DB	Time stamp
1	6942	memory adj management	USPAT;	2002/08/19 08:18
-			EPO; JPO	
2	137	(memory adj management) and (memory adj full)	USPAT;	2002/08/19 08:19
_		, , , , , ,	EPO; JPO	
_	12194	pachinko	USPAT;	2002/08/19 08:18
_	.2.,		EPO; JPO	
_	478	frame adj capture	USPAT;	2002/08/15 10:05
_	470	Traine del captare	EPO; JPO	
	37	pachinko and history	USPAT:	2002/08/14 11:12
-	3,	pueminiko and mistory	EPO; JPO	
	41	(frame adj capture) and history	USPAT;	2002/08/14 11:13
	••	(maile day suprairs) and morely	EPO; JPO	
_	4	((frame adj capture) and history) and (slot or slots)	USPAT;	2002/08/14 11:5
	•	((JPO	
_	19	history adj frame	USPAT;	2002/08/14 11:5
_			JPO	
_	937	(frame adj buffer) and game	USPAT;	2002/08/15 10:13
_	,5,	(Maine del Carrer) and game	JPO	
_	43	(game adj history)	USPAT;	2002/08/14 14:0
	43	(game adj mstory)	JPO	
	3	(frame adj buffer) and ((game adj history))	USPAT;	2002/08/14 14:0
-	,	(traine adj butter) and ((gaine adj thistory))	JPO	
	3	(capture or storing or capturing or store or obtaining or obtain or record	USPAT;	2002/08/14 15:34
•	3	or recording or log or logging) adj (game or amusement or video) adj	JPO JPO	2002/00/11/10/0
			310	
	2	(history or usage) (capture or storing or capturing or store or obtaining or obtain or record	USPAT;	2002/08/14 15:3
-	3	or recording or log or logging) adj (game or amusement or video) adj	EPO; JPO;	2002/00/14 15.5
			DERWENT	:
	_	(history or usage)	USPAT;	2002/08/15 10:0
-	7	((win or winning or loss or losing) near history) and game	JPO	2002/08/13 10:0
	0000	C 1:1 CC	USPAT;	2002/08/15 10:0
-	9083	frame adj buffer	JPO	2002/06/13 10.0
		(6 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1	2002/08/15 10:14
-	726	(screen adj capture) or (frame adj capture)	USPAT; JPO	2002/08/13 10.14
		// " " \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		2002/08/15 10:14
-	90	((screen adj capture) or (frame adj capture)) and history	USPAT; JPO	2002/08/13 10.1
		(Company) and history) and (company)	USPAT;	2002/08/15 10:1
-	65	(((screen adj capture) or (frame adj capture)) and history) and (game or	JPO	2002/06/15 10.1
		video)	USPAT;	2002/08/15 12:4
-	13	(((screen adj capture) or (frame adj capture)) and history) and (game)	JPO	2002/06/13 12.4
	100	//	USPAT;	2002/08/15 10:43
•	409	((gaming or amusement or entertainment) near (device or system or	JPO	2002/00/13 10.4
		console or machine)) and playback	USPAT;	2002/08/15 10:2
•	187	(((gaming or amusement or entertainment) near (device or system or		2002/06/13 10:2
] _	console or machine)) and playback) and frame	JPO	2002/08/15 10:2
•	36		USPAT;	2002/08/13 10:2
		console or machine)) and playback) and frame) and capture	JPO USDAT:	2002/00/15 10:4
-	428	((gaming or amusement) near (device or system or console or machine))	USPAT;	2002/08/15 10:4
		and security	JPO	2002/00/15 11 2
•	65	(((gaming or amusement) near (device or system or console or machine))	USPAT;	2002/08/15 11:0
		and security) and history	JPO	000000000000000000000000000000000000000
-	2023	slot and (security adj system)	USPAT;	2002/08/15 11:0
			JPO	
-	56	((slot or video) adj machine) and (security adj system)	USPAT;	2002/08/15 11:1
			JPO	
-	92	display same (high adj (score or scorer))	USPAT;	2002/08/15 11:1
			JPO	
-	3835	pachinko and display	USPAT;	2002/08/15 12:4
			JPO.	
-	0	(pachinko and display) and (transaction adj history)	USPAT;	2002/08/15 12:4
			JPO	
	0	(pachinko and display) and (usage adj history)	USPAT;	2002/08/15 12:4
			JPO	
•	0	(pachinko and display) and (user adj history)	USPAT;	2002/08/15 12:4
	1		JPO	l l

	22	(pachinko and display) and history	USPAT;	2002/08/15 12:46
	22	(paciniko and display) and instory	JPO	
-	5	game adj history adj information	USPAT;	2002/08/15 16:18
			JPO	
-	7	game near history near information	USPAT;	2002/08/15 16:22
			JPO	
-	51	player near history	USPAT;	2002/08/16 13:17
			JPO	
-	17	(player near history) and ((multiple or different or various or many) near	USPAT;	2002/08/16 13:35
		(machines or stations or games))	JPO	
-	5	(player near history) and ((multiple or different or various or many) near	USPAT;	2002/08/16 14:03
		(machines or stations))	JPO	2002/00/16 12 20
-	1	communications near link near external adj memory	USPAT;	2002/08/16 13:39
			JPO	2002/00/16 12:41
-	14116	external adj memory	USPAT;	2002/08/16 13:41
		A second the second sec	JPO LISPAT.	2002/09/16 12:42
-	0	(external adj memory) and (video adj slot adj machine)	USPAT;	2002/08/16 13:42
:	22	(t1 - d'	JPO USPAT;	2002/08/16 13:42
-	22	(external adj memory) and (slot adj machine)	JPO	2002/08/10 13.42
	3653	history and ((multiple or different or another or second) adj2 (machine	USPAT;	2002/08/16 14:08
-	3033	station or device))	JPO	2002/08/10 14:00
_	1558	history and ((multiple or different or another or second) adj1 (machine	USPAT;	2002/08/16 14:19
	1550	station or device))	JPO	
-	1	(gaming adj machine) and controller and (frame adj buffer) and (memory	USPAT;	2002/08/16 15:20
		or storage)	JPO	
•	0	5971851.pn. and printer	USPAT;	2002/08/16 15:23
			JPO	
-	490	color adj reduction	USPAT;	2002/08/16 16:37
			JPO	
-	0	(5971851.pn. and frame) and compression	USPAT;	2002/08/16 16:12
			JPO	
-	1	(color adj reduction) and encryption	USPAT;	2002/08/16 16:26
			JPO	2002/00/16 16 22
-	3421	compression adj algorithm	USPAT;	2002/08/16 16:32
			JPO	2002/08/16 16 27
-	0	(color adj reduction) and (save adj space)	USPAT;	2002/08/16 16:37
	0.5	(-1111111111	JPO	2002/08/16 16:38
-	97	(color adj reduction) and (minimize)	USPAT; JPO	2002/06/10 10:38
	1	(color adj raduation) and (minimize adj areas)	USPAT;	2002/08/16 16:38
-	1	(color adj reduction) and (minimize adj space)	JPO	2002/00/10 10.36
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